

ISLAND!

A Geography Simulation

M.B. Jones



C.C. PUBLICATIONS, INC.

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ISLAND!'s software operates on Apple* IIe, Apple IIc, Apple II+ (with 64K), and Franklin computers. The software runs on a single disk drive. Owing to the detail of **ISLAND!**'s graphics, use of a monochrome monitor is recommended.

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INTRODUCTION

LAND HO. . .

ISLAND! Even the name evokes images of azure seas, windswept capes, and the thrill of discovery. This two-disk software program helps users discover the world of geography.

Users create and explore their very own island using **ISLAND!**'s high-resolution graphics. Eighteen different combinations of island shape, climate, and location are possible. During each phase of creation, **ISLAND!** exposes users to essential geographical terms and concepts—more than forty in all.

The accompanying reproducible worksheets allow users to transfer map-reading skills learned with **ISLAND!** to printed maps, and to record their progress on log sheets. Those entering two subsequent incorrect answers are routed to a friendly error routine, where information is rerun until they arrive at the correct answer.

Used in conjunction with a geography unit, **ISLAND!** is a powerful learning tool. Logical exit and reentry points allow a variety of approaches to utilizing the program.

Best of all, **ISLAND!** is easy to use. It requires no previous computer experience to operate, and is designed for use with minimal adult intervention. Even so, adults are encouraged to play **ISLAND!** It's not only fun, but provides an opportunity to become familiar with the program.

GEOGRAPHICAL CONCEPTS

HAPPY SAILS. . .

ISLAND! presents over forty geographical concepts:

- directions
(N,S,E,W,NW,
SW,NE,SE)
- how features are
named
- grid lines

(list continues on page 2)

- scale
- figuring distance
 - using a grid
 - using a distance scale
- geographical features
 - island
 - peninsula
 - isthmus
 - cape
 - ocean
 - bay
 - gulf
 - strait
 - lake
 - river
 - continent
- climate
 - globe
 - pole
 - axis
 - equator
 - hemisphere
 - climate zone
 - torrid
 - temperate
 - tropical
 - humid
 - frigid
 - currents
 - latitude
 - longitude
 - Prime Meridian
 - parallels
 - degree
 - quadrant

INSTRUCTIONAL DESIGN

Structure

AYE, THE TREASURE . . .

ISLAND! is divided into seven sections, each one covering a complete topic. Users may reenter the program at the beginning of each one of these sections (see **EXIT AND REENTRY**). Thus, *ISLAND!* can be presented in seven individual segments, or it can be run in one sitting as a self-contained lesson.

Objectives

Disk A

Enter at frame:

Frames 1-9	Define "island" Learn compass points Select own island	1
Frames 10-16	Read about naming of geographic features Name island Learn map-reading skills	10

Frames 17-20	Identify landforms Name landforms	17
Frames 21-26	Identify bodies of water Pinpoint bodies of water on map Name bodies of water	21
Frames 27-28	Treasure Hunt	27

Disk B

Frames 29-43	Identify global regions and climate zones Study conditions affecting climate Learn charac- teristics of climatic zones Locate island in one of the zones	29
Frames 44-53	Study latitude and longitude Apply concepts to map-reading Label continents and oceans Learn quadrant directions Use directions to traverse island	44

TECHNICAL INFORMATION & SYSTEM REQUIREMENTS

GETTING ABOARD. . .

ISLAND! is a two-disk package with six reproducible worksheets. The software operates on Apple IIe, IIc, II+ (with 64K), and Franklin computers.

Because of the detail inherent in *ISLAND!*'s high-resolution graphics, we recommend using a monochrome monitor with this program.

PROGRAM REQUIREMENTS

ADDITIONAL GEAR...

Colored pencils are called for during the latter portion of the program for use in marking map features. You will need one blue, red, orange, and black pencil for each program.

In addition, an Island Folder needs to be assembled for each user before beginning the program. This involves xeroxing a copy of each map and one of the Island Log Sheets. (Two versions are supplied.) Special Rulers will need to be cut.

OPERATION

CASTING OFF...

Booting/ Rebooting

First, make sure your system is set up according to the owner's manual. Make sure the monitor is on and that the CAPS LOCK is engaged. Next, turn off the computer. Insert *ISLAND!* disk A or B into your disk drive. If there is more than one disk drive, insert the program disk into disk drive #1. Then, turn on the computer. The program will boot and the initial frame will appear on the screen.

To reboot after the lesson has begun, press CONTROL-RESET (press them simultaneously). The program will reboot, that is, it will return to the first frame.

Starting the Program

After booting either disk A or B, the screen will display the following questions:

Are you new to the program? If so, enter 'NEW'.

Going again? Enter 'GO'.

When you enter 'NEW', one of two things will happen. If disk A is in the drive, the program will start from the beginning. If disk B is in the drive, the program will instruct you to remove disk B, then insert disk A and press RETURN.

Entering 'GO' is the same as asking to enter or reenter the program at a later frame. For information on this, see EXIT/REENTRY.

HELP NOTES

DROP ANCHOR. . .

The following notes describe certain commands or activities that may require some coaching by an adult. The frame numbers refer to the point at which these items first occur in the program.

Island Folder

Make a folder that consists of copies of six reproducible worksheets. These include:

- two Island Log Sheets
- three individual Island Maps
- a World Map
- a Special Ruler

The Island Folder should be compiled for each user before he begins *ISLAND!*

We also recommend that adults spend a few moments introducing the contents of the Island Folder. Note especially the nature of the information to go on Island Log Sheets, and that numbered blanks on Island Maps correspond to numbered features on each island. Landforms are signified by double digits, while bodies of water are always identified by single digits.

Enter/Return (Frame 1)

All responses throughout the program must be accompanied by pressing RETURN.

Beep Prompt (Frame 1)

An inappropriate or incorrect response will elicit a loud BEEP from the computer.

Delete
(Frame 1)

Typing errors can be corrected by pressing the left arrow key ←. This removes the mistake and allows you to retype your response.

↵ Prompt
(Frame 2)

The symbol ↵ prompts you to press RETURN in order to continue the program. The ↵ prompt does not appear when you are required to enter data.

Error Routine 'A'
(Frame 4)

If you enter an incorrect response early in the program, you are routed to "Lost at Sea." Here the "buccaneer" reviews the program definition of an island. If you respond correctly, the program continues. If an incorrect response is entered, you are routed to "Grounded." Here you are required to agree with the correct information by entering 'Y'. If you enter 'Y', the program continues. If you enter 'N', you are encouraged to try again until the correct response ('Y') is entered.

Error Routine 'B'
(Frame 11)

The program will only accept an entry of '6'. All other answers are only partially correct and will route you back to Frame 10 to review the information.

Error Routine 'C'
(Frame 15)

During most of the program, you will be allowed two tries at answering program questions. The second incorrect entry will route you back to "Lost at Sea," then to the appropriate frame to review the material. You will then attempt the exercise again.

□ Prompt
(Frame 7)

The symbol □ is a signal that you need to do work in your Island Folder.

Distance Scale
(Frame 14)

Since *ISLAND!'s* graphics will vary in size from monitor to monitor, the distance scales found on the screen and on the paper map are both relative to their particular maps.

Special Ruler
(Frame 16)

The Special Ruler is designed to match individual Island Maps 1, 2, and 3. Increments on the ruler are the same size as the grid squares.

Multiple Answers (Frame 19)

EXIT AND REENTRY

When the program requires you to enter more than one response to a single question, you will need to press RETURN after each answer.

REEF THE SAILS. . .

The program may be exited from any frame at any time. Write down the appropriate information on the Island Log Sheet and World Map before exiting. You may then turn off the machine or reboot the disk for another run (see **Booting/Rebooting**). Be sure not to remove any disk while the red light is flashing.

To enter the program at an advanced frame, (referred to here as reentry), follow the procedure for booting or rebooting the program. The screen will display:

Are you new to the program? If so, enter 'NEW'.

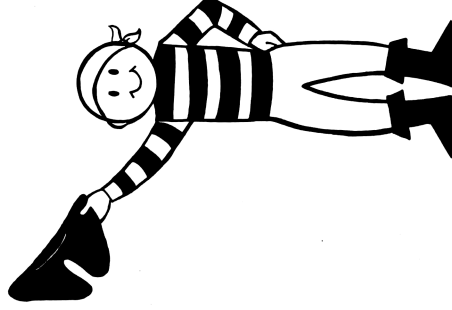
Going again? Enter 'GO'.

When you enter 'GO', the screen will display a series of questions asking for the frame number at exit, the island number, and in some cases, the island name. The screen will then display the nearest logical reentry frame, or instruct you to replace the disk in the disk drive with the other *ISLAND!* disk and press RETURN. The program will proceed to bring up the nearest logical reentry frame.

There are seven reentry points, specified in the right column under **INSTRUCTIONAL DESIGN**. These constitute points at which new subject matter is introduced. Consequently, if you are called away at mid-section, you will review that section's material upon reentry.

ISLAND!

CAPTAIN _____'s LOG (name)



1. Date of voyage: _____

Current port of call: _____
(frame number)

Your island number: _____

6. Date of voyage: _____

Current port of call: _____
(frame number)

Your island number: _____

2. Date of voyage: _____

Current port of call: _____
(frame number)

Your island number: _____

7. Date of voyage: _____

Current port of call: _____
(frame number)

Your island number: _____

3. Date of voyage: _____

Current port of call: _____
(frame number)

Your island number: _____

8. Date of voyage: _____

Current port of call: _____
(frame number)

Your island number: _____

4. Date of voyage: _____

Current port of call: _____
(frame number)

Your island number: _____

9. Date of voyage: _____

Current port of call: _____
(frame number)

Your island number: _____

5. Date of voyage: _____

Current port of call: _____
(frame number)

Your island number: _____

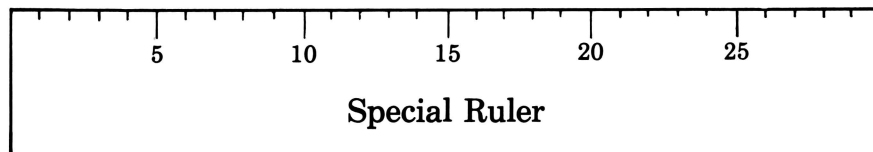
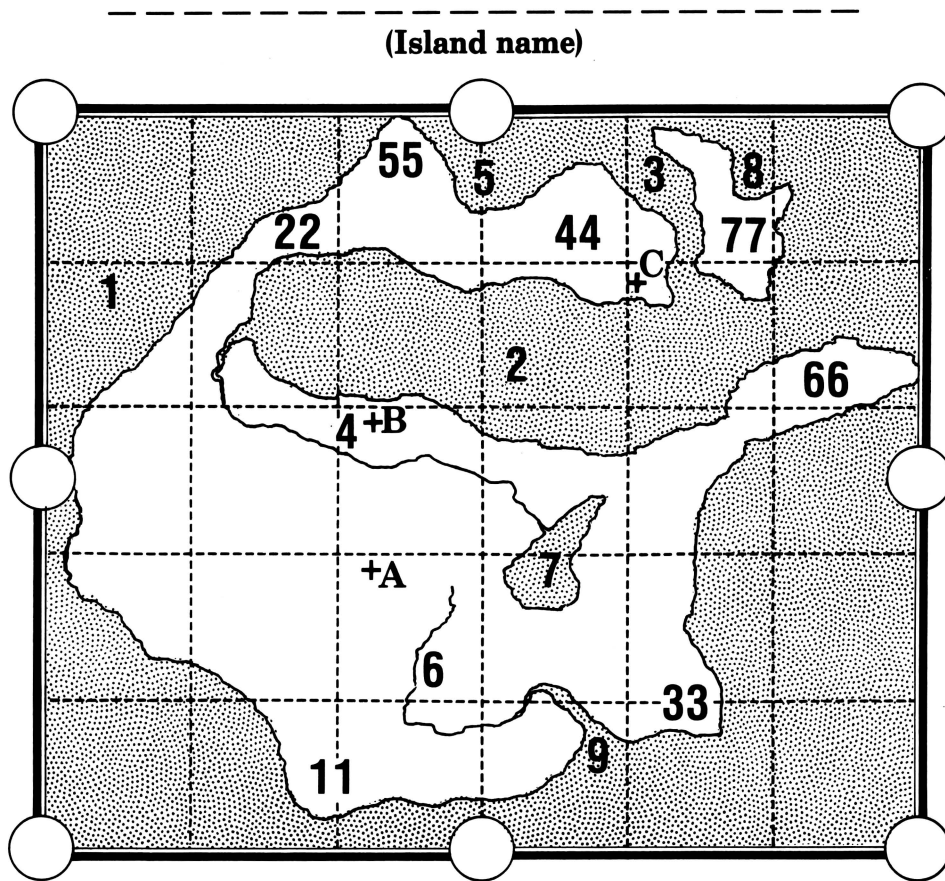
10. Date of voyage: _____

Current port of call: _____
(frame number)

Your island number: _____

DISCOVERY REPORT OF ISLAND 1

Captain: _____



LAND

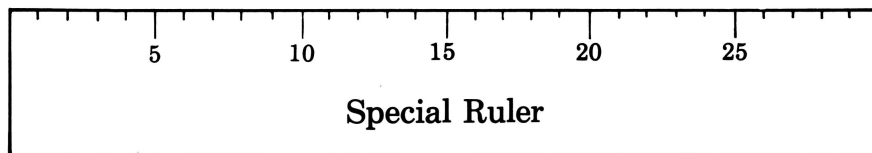
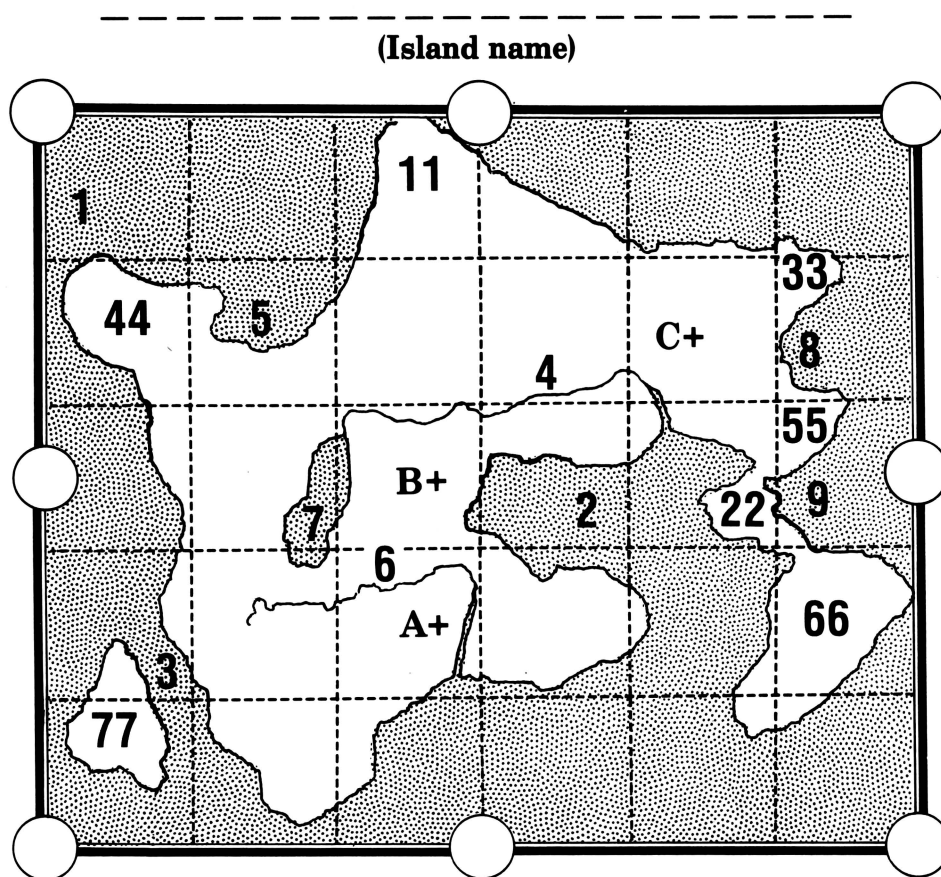
11. _____
22. _____
33. _____
44. _____
55. _____
66. _____
77. _____

WATER

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____

DISCOVERY REPORT OF ISLAND 2

Captain: _____



LAND

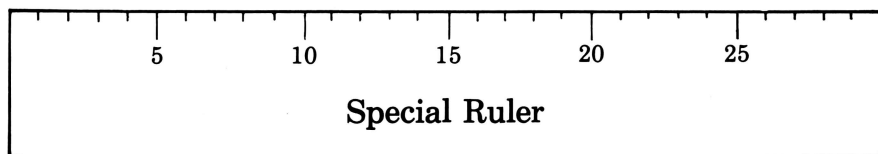
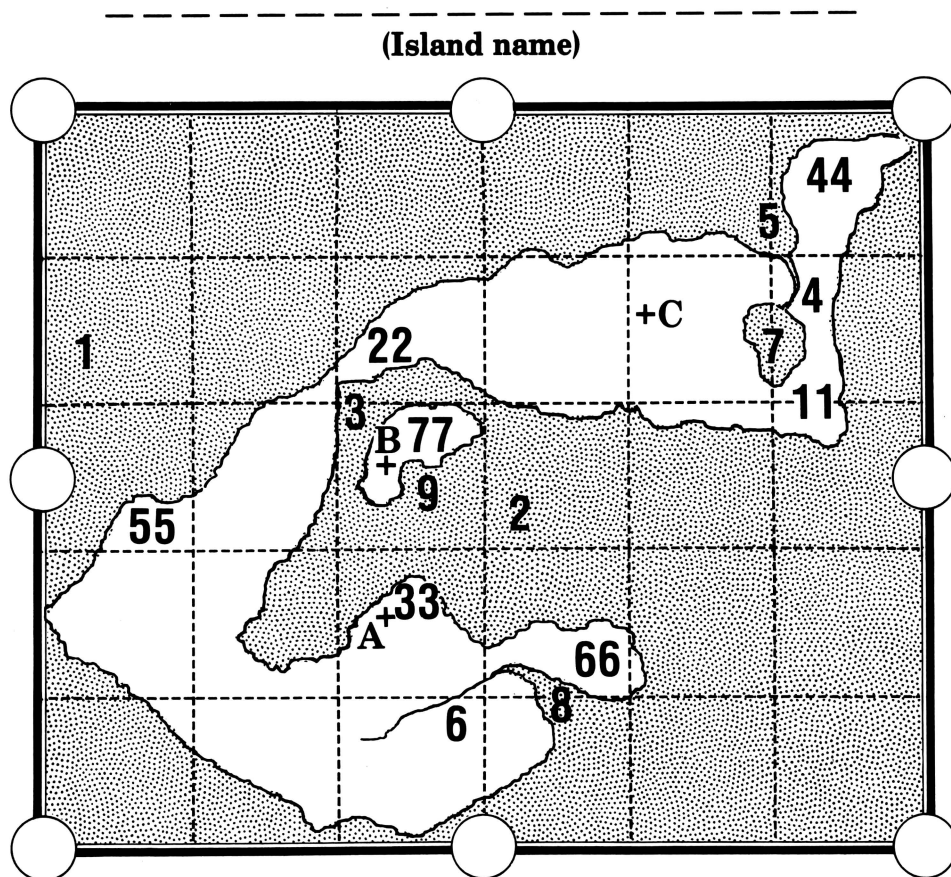
11. _____
22. _____
33. _____
44. _____
55. _____
66. _____
77. _____

WATER

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____

DISCOVERY REPORT OF ISLAND 3

Captain: _____



LAND

11. _____
22. _____
33. _____
44. _____
55. _____
66. _____
77. _____

WATER

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____

ISLAND!

WORLD MAP

Captain: _____

Island name: _____

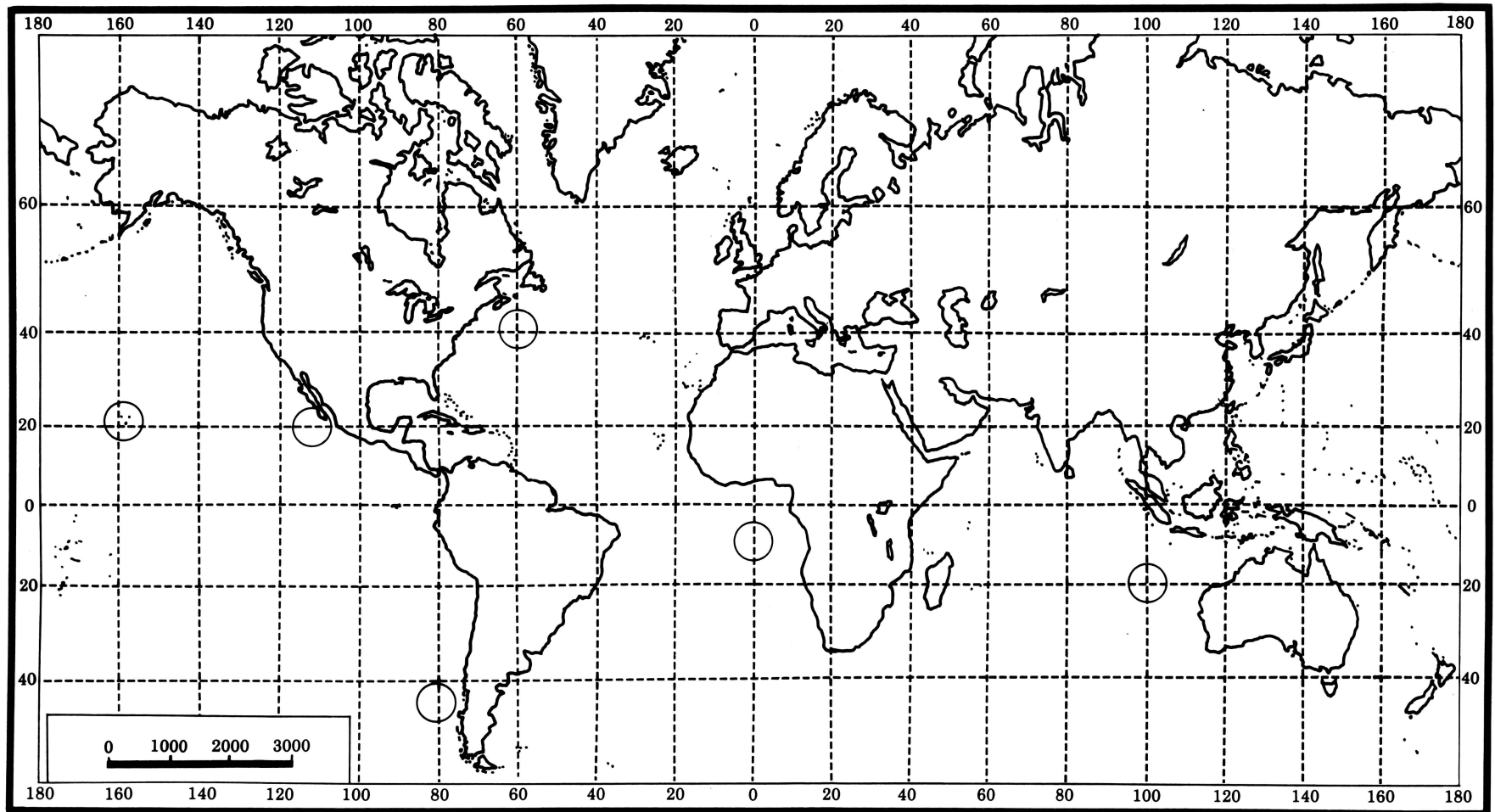
Island number: _____

Climate: _____

Latitude: _____

North or south of the equator: _____

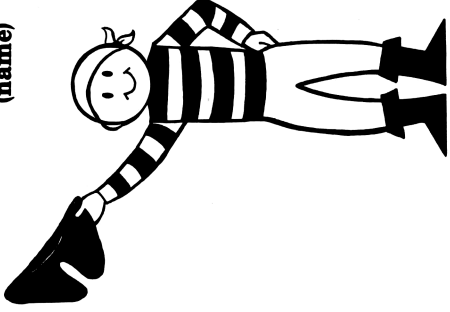
Longitude: _____



ISLAND!

CAPTAIN _____'s LOG

(name)



1. Today's date: _____
Current frame number: _____
Your island number: _____

6. Today's date: _____
Current frame number: _____
Your island number: _____

2. Today's date: _____
Current frame number: _____
Your island number: _____

7. Today's date: _____
Current frame number: _____
Your island number: _____

3. Today's date: _____
Current frame number: _____
Your island number: _____

8. Today's date: _____
Current frame number: _____
Your island number: _____

4. Today's date: _____
Current frame number: _____
Your island number: _____

9. Today's date: _____
Current frame number: _____
Your island number: _____

5. Today's date: _____
Current frame number: _____
Your island number: _____

10. Today's date: _____
Current frame number: _____
Your island number: _____

